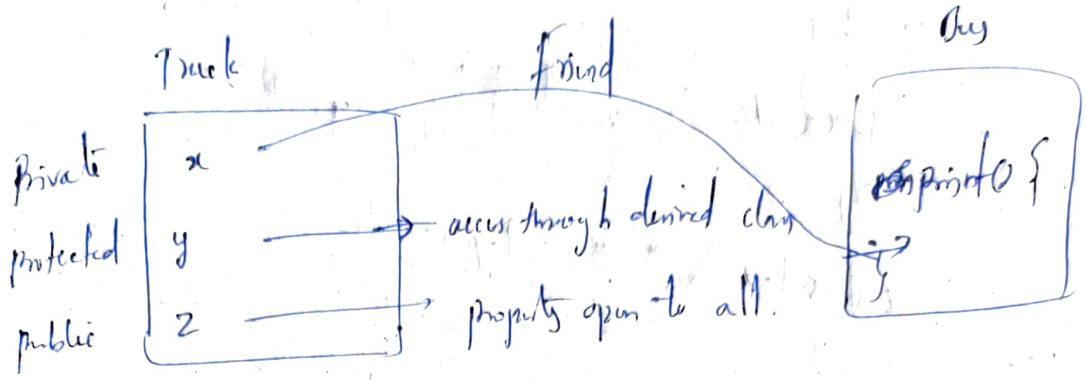
10) Friend functions & classes



* Friend function: with the help of which we can somehow access the private, protected properties of some class

Truck.cpp

```
#include <iostream>
using namespace std;

class Bus {
public:
    void print();
};

class Truck {
    private:
        int x;
    protected:
        int y;
    public:
        int z
    class Bus {
    public:
        friend void Bus :: print()
};
```

```
void Bus :: print(){
    Truck t;
    t.x = 10;
    t.y = 20;
    cout<<t.x<<" "<<t.y<<endl;
}

int main(){
    Bus b;
    b.print();
}
```

* We can use global function to access the private & protected properties of class Truck

Syntax `friend void fun();` → Declare this in class Truck

```
{ void fun(){
    Truck t;
    t.x = 10;
    t.y = 20;
    cout<<t.x<<" "<<t.y<<endl;
}
```

* ~~We can~~ Access modifiers doesn't work on friend function.

- We can declare a class modifier in any access modifier

We can create / define a class as a friend

Syntax: friend class Bus;

↓

This kind of classes are friend class